

# Rugby-Excessive Scores/Blowout Ideas

Here are some ideas/suggestions to work with, many thanks to those in the Secondary school's wider community who are already doing some of the below ideas.....

When at half time the difference in score between the two teams is between 35 & 40 points or more, the coach of the team that is winning can work with the opposition coach to ensure the game is evened up. Both coaches can take steps to even-up the remainder of the game to ensure it is a fair and even contest.

The following are suggested steps that the coaches may agree to take:

- **Swap players:** The notion that Players will not swap teams is an adult one. There may be a few selected players (test your own team to see how they cope with playing against some of their own OR Swap forward packs or backlines with the other team.
- **Change positions:** Move some selected players to see how well they cope with playing in another position.
- **Subbing:** Sub-off some key players.
- **Wind advantage:** Be willing to give away any wind-advantage that may exist.
- **Kick-offs:** The weaker team restarts play with a tap and pass rather than the usual kick. OR the scoring team kicks-off to the weaker team or weaker team starts on 22-meter line with a tap & pass
- **Depower:** Depower scrums, non-contested - non-contested lineouts
- **Conversions:** No conversions or change your kicker to an untried player.

## **Below are some other ideas taking directly from the NZR Coaching Toolbox**

*Often the answers lie with the Winning coach:*

- *Do not stack your team with all the best players.*
- *Use all your players - it may be a chance to use some of the players who do not get a lot of game time.*
- *Try a few new tactics, moves or combinations.*

- *Rotate some of the playing positions around. Place some players who do not often get the ball at first-five-eight or halfback.*
- *Swap your forward pack and backline around (consider age and safety requirements).*
- *Encourage support play and passing to space rather than running through or around defence.*
- *Construct a minimum pass concept to score, i.e. team must do five passes before someone can score.*
- *If you score a try come off for a break.*

*Together the coaches can:*

- *Make the second half a coaching lesson. Play the game as usual but when there are lessons to be learnt, stop the game, and control the game environment with instructions for further learning, e.g. offside at ruck - what makes a ruck? Where are the gates?*

*The Losing coach can:*

- *Give their team meaningful and attainable goals which are essential to success, not the score.*

*Option for the brave:*

- *Swap coaches!*